Micro transactions are easy. Developers love mystery box concepts it makes profiting from a game ten times easier. Its harder to create a game where there no major profit incentive for devs I know so its okay to still include in game shops/items which are bought for with real world money but aslong as they don't directly impact the performance of the player or the mechanics of the game. Things that would be considered okay would be vanity, skin items and other things which don't directly impact gameplay mechanics. Creating a great game with great mechanics is no easy task but the players experience must be kept in mind and steady growth of ones account with dedicated/smart gameplay decisions is a better model than pay to win. In game currency which is linked to real world value also tends to be a target for botters/hackers and illegal entities to profit from a current game. I personally prefer a game without a in-game shop and only the ability to purchase vanity items, because why would I dedicate a lot of time into a game where someone with a lot of money can reach the same 'state' as my account/character with a single purchase? In game farming/grinding is an alternative for developers to grow accounts/characters but may lead to a boring experience or one that lacks new things within that experience, continuing to do the same thing over and over isn't the most fun thing to do. With increase in ai and computer generation abilities we are gaining access to better and more powerful tools to create a better gaming experience. Randomisation and generation of maps/models/items or anything for that matter is something I personally love about a game. Instead of having a random chance to obtain your most sought-after in game item from a loot box it would be better to have it have a random drop chance when you kill a boss/get a win or something else which relates to direct in game achievement. Randomising things is very fun and unpredictable which make great aspects to a game. I'm going to wrap it up thanks for listening and reading hope these thoughts help to produce better games without loot boxes.

Kind regards.